TOM WEAVER
3D ARTIST

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PRIMARY SKILLS

- Proficient in 3DS Max
- High and Low Poly Modelling
- Digital Sculpting
- Texturing (PBR, photorealism & stylized)
- Efficient UV mapping and layouts
- Time management
- Asset integration into Unity and UDK

PRIMARY SOFTWARE

- 3DS Max
- Maya
- Zbrush
- Adobe Photoshop
- Keyshot
- Crazybump
- xNormal
- UVMaster
- Unity 5
- Perforce
- Hansoft
- Tortoise SVN
- GIT Hub
- Topogun 2
- nD02
- Playmaker

SECONDARY SKILLS

- Adobe Illustrator
- Adobe After Effects
- Adobe Flash
- Marmoset Toolbag

EDUCATION

Central Saint Martins College of Art and Design
2009 - 2010
Pass with Merit, Foundation Degree in Spatial Design

University Campus Suffolk
2010 - 2013
1st class honours, Computer Games Design

EXPERIENCE

Freelance Game Artist/Animator, Sliding Pixel
2011 - 2013
I have worked as an artist and animator for Sliding Pixel, a social games company based in Ipswich. Predominantly using Adobe Flash and Illustrator.

Intern Outsource Artist, Guerilla Cambridge
2012 - 2013 (3 months)
My main responsibilities consisted of 3D modelling for game integration, texturing, reviewing/correcting existing 3D models. It also gave me experience working under AAA conditions.

Freelance 3D Artist
2013 - Present
Freelance artist producing 3D deliverables, from game assets to visualisations, under clients such as Hasbro, Cube Interactive.

ACHIEVEMENTS

- 1st Class Degree in Computer Games Design
- Brains Eden 2012 - Runners Up Prize
- Worked in a two man development team as lead artist/animator for IOS app 'Bloody Aliens'.
- GameHack UK - Best Social Game
- Obtained an internship at AAA studio Guerrilla Cambridge

REFERENCES

Mike Green, Founder at Dreadnought Studios Ltd.
"Tom has worked for us on numerous projects and I have found him to be a very capable and versatile artist. He is a quick learner and we can always count on him to take on practically any task with only minimal supervision required. His all round skills make him an invaluable team member and I hope to continue working with Tom on future games."

Mark Green, Senior Producer at Guerrilla Cambridge
Contact for reference

Rob Head, Director at Sliding Pixel Ltd.
"Tom is a very talented, creative and high quality games artist. I am consistently impressed with the quality of his work and with his enthusiasm and commitment."